Built in cheats

Built in cheats
by ZachMason » Fri Apr 04, 2008 9:18 am

> To make this actually work, we will need a way of identifying the game.
>
> Â
>
> PJ64 uses CRC1 and CRC2 to identify the rom and load the correct cheats, so we could try something like that I guess?
>
> Â
>
> 1 example from the PJ64 cht file
>
> Â
>
> Cheat10="Music Modifier",80106CCC 007
>
> [/code]

hmmm Yeah thats exactly what I found in PJ64 both 1.6 and 1.7 cheat list and also found in Jnes, So that games that I do have will have to reflect the same thing but also because of the Master Codes needed for GBA this might need a small work around needed, possibly when selecting a type of cheat it should activate by default the mastercode required

such as

CODE: SELECT ALL

```
[Harvest Moon - Friends of Mineral Town (E)]
MasterCheat=98D7716A8281, 2BECBAA2DBAB, 71D84B76AC98
cheat1="Have 50,000 Gold",0B268A9E9A51, 1F0F414D05CA
```

ZachMason
Member
Posts: 236
Joined: Tue Mar 27, 2018 9:35 pm

Built in cheats
by Squall Leonhart » Fri Apr 04, 2008 11:26 am

Or we can convert the cheats into a format that doesn't require the master code.

Â

better still, we can create a specialised format of cheat code for VBA which not only doesn't require master codes, but only works in VBA-M [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />, to prevent people stealing cheats that the VBA-M cheats team has found [img] <fileStore.core_Emoticons>/emoticons/laugh.png[/img]/emoticons/laugh@2x.png 2x" width="20" height="20" />

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Built in cheats
by SCHUMI4EVER » Fri Apr 04, 2008 11:43 am

That would make it take much longer though [img] <fileStore.core_Emoticons>/emoticons/laugh.png[/img]/emoticons/laugh@2x.png 2x" width="20" height="20" />

SCHUMI4EVER
Member
Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Built in cheats
by dualscreenman » Fri Apr 04, 2008 12:16 pm

Lawl, that's beginning to sound like GSC...

dualscreenman
Member
Posts: 50
Joined: Tue Mar 18, 2008 9:27 am

Built in cheats
by Squall Leonhart » Fri Apr 04, 2008 12:36 pm

> MD5 never lies....[img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />
>
> Â
>
> Â
>
> actually, it would hurt the emulator to use md5, since some games require a patch to work correctly, the patch would change the md5.
>
> Â
>
> though the same can be said about pj64,... so i guess we would also have to include support for these.
>
> Â
>
> Unless we found a way to have the cheats detect via the rom code?

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Built in cheats
by spacy51 » Fri Apr 04, 2008 7:31 pm

How about connecting several md5-sums to one game?

Maybe Pok√©mon Diamond & Pearl have the same cheats and stuff like that.

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Built in cheats
by Xtreme2damax » Fri Apr 04, 2008 8:27 pm

I'm just commenting right now, sorry if I was a bit late with replying. [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

Â

This sounds like a good idea, but I'd honestly rather them concentrate on other aspects of emulating the game boy.

Â

For me anyways the current implementation of entering and using cheats is good enough for me.

Â

This would make it a bit easier to enable cheats, but I don't want the developers going out of their way to implement this unless it won't be too much trouble or too difficult to implement.

Â

Anyways as mentioned it sounds like a great idea, I'm/it's just a little I guess you can say debatable today. [img] <fileStore.core_Emoticons>/emoticons/biggrin.png[/img]/emoticons/biggrin@2x.png 2x" width="20" height="20" />

Xtreme2damax
Junior Member
Posts: 31
Joined: Tue Mar 18, 2008 7:15 pm

Built in cheats
by spacy51 » Fri Apr 04, 2008 8:47 pm

It's always good to plan ahead, even if not everything can be implemented at first, but we developers can make sure the code we write is expandable for all the features that might be added later.

Â

Â

The current MFC code always gives me the feeling, that it started with a small core and additional features have been built around it (in an effort-saving way) without re-shaping the core to make the features really fit into one clean package.

Â

Â

I just recently made a try to do a Graphics settings rewrite for the MFC build, unifying all the settings into one dialog, but I soon found out the changes necessary to do so and the bugs possibly introduced by it are not worth it. I should really dive into the Qt build instead.

Last edited by spacy51 on Fri Apr 04, 2008 8:48 pm, edited 1 time in total.

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Built in cheats
by SCHUMI4EVER » Fri Apr 04, 2008 8:51 pm

> I'm just commenting right now, sorry if I was a bit late with replying. [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />
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You will notice that I said that I doubt it's a priority. I was never meant as an add it NOW feature..., more like a, it would be cool if it could be added at some time.

For me VBA and therefore VBA-M have already been pretty much perfect for a long time now though, so I don't see that much extra stuff to do anyways although as usual my simplistic outside view is most probably horribly wrong..

Last edited by SCHUMI4EVER on Fri Apr 04, 2008 8:57 pm, edited 1 time in total.

SCHUMI4EVER
Member
Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Built in cheats
by Squall Leonhart » Fri Apr 04, 2008 10:56 pm

Perfection can never be wholy achieved, this means we must eternally strive to make it so.

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

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